

Example

# Capture - Atmosphere/Haze

<b>by:</b>	Alex del Bondio, April 2019
<b>published:</b>	here
<b>description:</b>	change Capture haze settings via macro
<b>remarks:</b>	

Remarks

- I like to use the macro for low haze settings in a startup cuelist as it helps PCs with less powerful graphics cards to open capture

[capture](#), [atmosphere](#), [haze](#), [settings](#)

## functions

- [ActionScript.SetProperty.Float](#)

## affected properties

- [Visualiser.Capture.Atmosphere](#)

## Code

[captureatmosphere.xml](#)

```
<?xml version="1.0" encoding="utf-8"?>
<avolites.macros>

  <!-- Atmosphere, Alex del Bondio - April 2019 -->
  <macro id="adb.Macros.Capture.hazefull" name="Capture Haze full">
    <active binding="{propertyLink id='Visualiser.Capture.Atmosphere'
      converter='Math.EqualityConverter'
      converterParameter='1'}"/>
    <sequence>
<step>ActionScript.SetProperty.Float("Visualiser.Capture.Atmosphere",
1)</step>
    </sequence>
  </macro>

  <macro id="adb.Macros.Capture.hazemed" name="Capture Haze med">
    <active binding="{propertyLink id='Visualiser.Capture.Atmosphere'
      converter='Math.EqualityConverter'
      converterParameter='0.6'}"/>
    <sequence>
```

```
<step>ActionScript.SetProperty.Float("Visualiser.Capture.Atmosphere",
0.6)</step>
  </sequence>
</macro>

<macro id="adb.Macros.Capture.hazelow" name="Capture Haze low">
  <active binding="{propertyLink id='Visualiser.Capture.Atmosphere'
  converter='Math.EqualityConverter'
  converterParameter='0.1'}"/>
  <sequence>
<step>ActionScript.SetProperty.Float("Visualiser.Capture.Atmosphere",
0.1)</step>
  </sequence>
</macro>

</avolites.macros>
```

## Explanation

This explains the functional steps within the sequence. For all the other XML details please refer to [Formats and syntax](#)

- Visualiser.Capture.Atmosphere sets the Smoke Density

## How to use it

- [make this macro available](#)

From:

<https://avosupport.de/wiki/> - **AVOSUPPORT**

Permanent link:

<https://avosupport.de/wiki/macros/example/captureatmosphere>

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